



MOVE
3/4

AGILITY
▲

VITALITY
□

DEFENCE
▲

CARRIED
ITEM

ARMOUR

WEAPON

TRAITS

Haskel Hexbane

Executioner, Human, Order of Azyr

Size: Large

WEAPON ACTION	TYPE	DICE	DAMAGE
Truefire Brand (1+)	Melee	♦	2/3
Blackpowder Pistols (3+) ¹	Ranged	▲▲	1/3
Firewood Stakes ²	Dual	□	1/1

¹ Reload: This weapon action can only be made once per turn.
² Finisher: This weapon action cannot be made by spending activation dice.


UNIQUE ABILITIES

Truefire Brand : Each time an attack with this weapon is successful you may move the target 1 space to an adjacent unoccupied space.

Ruthless : Each time an attack roll made for this hero is successful, if the target is still visible, this hero can make one free **Firewood Stakes** weapon action against the same target.

PATH TO GLORY

Relentless Hunter: Each time a weapon action made by this hero slays a hostile Champion, gain one inspiration point.



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Haskel Hexbane

Executioner, Human, Order of Azyr, Inspired

Size: Large

WEAPON ACTION	TYPE	DICE	DAMAGE
Truefire Brand (1+)	Melee	▲▲	2/4
Blackpowder Pistols (2+) ¹	Ranged	♦▲	2/3
Firewood Stakes ²	Dual	▲	2/2

¹ Reload: This weapon action can only be made once per turn.
² Finisher: This weapon action cannot be made by spending activation dice.

UNIQUE ABILITIES

Truefire Brand : Each time an attack with this weapon is successful you may move the target 1 space to an adjacent unoccupied space.

Sweeping Flames : Each time an attack with the **Truefire Brand** is successful you may also make one free additional attack with the same weapon to an enemy that was adjacent to the initial target with a modified damage of 1/2.

Ruthless : Each time an attack roll made for this hero is successful, if the target is still visible, this hero can make one free **Firewood Stakes** weapon action against the same target.



HOUND

WEAPON ACTION	TYPE	DICE	DAMAGE
Ferocious Bite	Melee	▲	1/3

UNIQUE ABILITIES

Swift Hunter: This companion can move through hostiles, as long as it ends its activation in an empty space.

Loyal Companion: Add the Wounds value of any hostiles slain during this companion's activation to the combined value of hostiles slain by the controlling hero during their inspiration roll.

WOUNDS: 2 SIZE: SMALL

HOUND

BEHAVIOUR TABLE

ROLL	RESULT
1-3	Rest: Remove a wound marker from the hound. If the hound has no wound markers, it makes a Move action instead.
4-8	Defend: The hound makes a Move action towards a hostile adjacent to its controller, and makes a Weapon action targeting the hostile. If there are no hostiles adjacent to the controller, the hound moves towards its controller.
9-12	Hunt: The hound makes a Run action, then makes a Weapon action.

Order of Azyr